

Town Cryer

Published on the first Angestag of each Mannslieb.



4 Groats

BLOOD ERUPTS IN THE STREETS OF MORDHEIM!

Fountains of Blood, Carnivorous Trees, Plagues of Flies,
Screaming Walls, and Earthquakes.

Strange happenings are afoot in ye ruined streets of Mordheim. Warbands all over the city have reported strange occurrences as if the city has taken on a life of its own.

The Marienburg warband
'The Heralds of Free Trade'

was butchered almost to a man. The only survivor swore that the ancient trees came alive and slaughtered the warband before devouring it. Could it be that nature itself is turning against humanity?

The Middenheimer warband

the 'White Wolves' reported an earthquake that seemed to emanate from the crater's very center. Captain Kurt Whitebeard boasted that the warband was only saved from falling masonry by his keen senses and the strength of his brave men of the north.



Middenheimers come in search of wealth and glory

The fierce men of the City of the White Wolf have come to Mordheim to prove that their contender for the throne is stronger than his unworthy rivals.

SIGMAR'S WRATH REACHES CITY



YE STORY - PAGE 4

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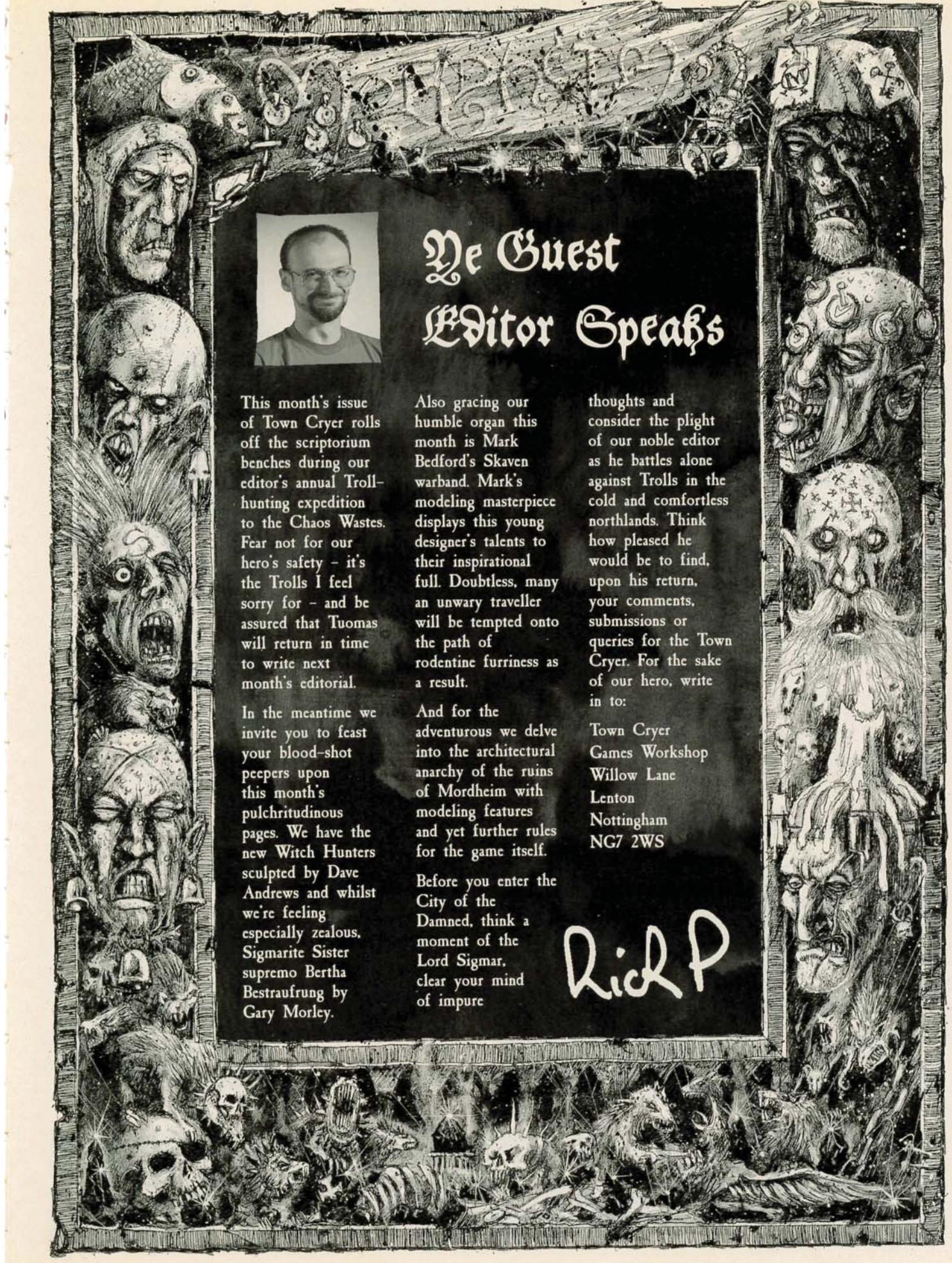


The zealous Templars
of Sigmar, the Witch
Hunters, arrive in
the city to vanquish
the tainted.

A look at ye fierce
warbands of the north
currently exploring
the cursed ruins of
Mordheim.

A further look at
ye strange goings-on
in the city.

Recent sightings
of ye evil
Skaven warband
'The Black Shields.'



Ye Guest Editor Speaks

This month's issue of Town Cryer rolls off the scriptorium benches during our editor's annual Troll-hunting expedition to the Chaos Wastes. Fear not for our hero's safety - it's the Trolls I feel sorry for - and be assured that Tuomas will return in time to write next month's editorial.

In the meantime we invite you to feast your blood-shot peepers upon this month's pulchritudinous pages. We have the new Witch Hunters sculpted by Dave Andrews and whilst we're feeling especially zealous, Sigmarite Sister supremo Bertha Bestraufrung by Gary Morley.

Also gracing our humble organ this month is Mark Bedford's Skaven warband. Mark's modeling masterpiece displays this young designer's talents to their inspirational full. Doubtless, many an unwary traveller will be tempted onto the path of rodentine furriness as a result.

And for the adventurous we delve into the architectural anarchy of the ruins of Mordheim with modeling features and yet further rules for the game itself.

Before you enter the City of the Damned, think a moment of the Lord Sigmar, clear your mind of impure

thoughts and consider the plight of our noble editor as he battles alone against Trolls in the cold and comfortless northlands. Think how pleased he would be to find, upon his return, your comments, submissions or queries for the Town Cryer. For the sake of our hero, write in to:

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Brian Lang takes a detailed look at the warriors available to a Witch Hunter Captain and how to get the most out of them in a game of Mordheim.

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In our third feature on Mordheim scenery Nick Davis shows how he went about building barricades, and he assembles the buildings from the new Blood on the Streets building pack.

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A look at how Mark Bedford assembled his Skaven warband.

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The fierce warbands from the city state of Middenheim take to the streets of Mordheim this month. These warriors are as strong as Ogres and have a well deserved reputation for ferocity.

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Mordheim is a dark and sinister city and dangers lurk around every corner. Mark Haveiner and Tim Huckelberry explain how these dangers can be introduced to your battles.



Burn the Witch

Witch Hunters are charismatic followers of Sigmar who can soon rouse up a crowd into a vengeful mob. They are universally dreaded, for everyone has something to hide. Now that the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned, they have come to destroy his enemies with holy fire.

As soon as I received a copy of Mordheim I immediately knew that my loyalty would be first and foremost to the Witch Hunters of Sigmar. In the eyes of the Witch Hunters everyone is suspect, every deviation from the norm a potential sign of mutation, every muttered word is sure to be blasphemy. In the lands of the Empire, Witch Hunters serve as judge, jury, and most especially executioner. Before every game of Mordheim it is important to publicly denounce your opponent. Perhaps their haircut shows definite Chaos influence or you suspect that they utter heresies in their sleep, or maybe their eyes are just a bit too shifty. Whatever the reason make sure they know that they are about to get a taste of Sigmar's wrath! If a crowd gathers it is your sacred duty to stir them up into a hysterical frenzy. Getting them to chant "*Burn the witch!*" or "*Repent or die!*" is always a good tactic.

Witch Hunter Captains

Witch Hunter Captains are not the most fearsome of fighters. The dark pits of Mordheim have vomited forth all manner of creatures which can tear a Witch Hunter limb from limb (Vampires, Rat Ogres, the Possessed). As a result, Captains have been forced to learn guile.

It matters not whether a heretic is killed by a sword or by a carefully targeted crossbow bolt. As a result many Captains

(BS 4) prefer to climb to a rooftop and target the enemies of Sigmar from a distance. Hopefully they can weaken the enemy with missile fire before utterly destroying them in hand-to-hand combat.

Witch Hunters

Like their Captains, Witch Hunters are often most useful wielding crossbows at the start of the battle and then moving into combat with sword and shield later. It is best to focus your fire to take a single enemy *out of action* rather than lightly wounding several. Witch Hunters Heroes are as useful after the battle as they are during it. This is because each character that is not taken *out of action* during the battle allows you to gain a roll on the Exploration chart (pg. 135). More characters = better treasure! Further, each character can make one roll to try and purchase a rare item (pg. 146). More characters = more rare items! Players who enjoy sniping at the enemy from the rooftops will enjoy fielding a Witch Hunter Captain and three Witch Hunters all with crossbows. Those who prefer hand-to-hand combat will probably leave the Witch Hunters at home and bulk up on Flagellants and Warhounds.

Witch Hunter Hatred

Nothing angers a Witch Hunter more than an enemy



A study of ye warbands of the Order of the Templars of Sigmar, also known as the Witch Hunters, and their presence in the City of the Damned.

By Sigmar's most humble worshipper and scribe Brian Lang.

who dabbles in the dark arts. Witch Hunters have the handy ability of re-rolling any missed attacks during the first round of combat when fighting magic users. Keep in mind that this is a rare occurrence. When it happens say a quick prayer of thanks to Sigmar, but don't plan any grand strategies around it.

Warrior Priests

Warrior-Priests are also rather average fighters. Their significance depends entirely upon which prayer Sigmar deigns to grant them. All of a Priest's spells require him to be in or near hand-to-hand combat. As a result he is often the first character to receive armor and should always be equipped with a sword (for parrying) and a shield.

Priests who are blessed with the Hammer of Sigmar often carry two weapons as well as a crossbow pistol (which grants a free attack during the first round of combat). This allows the greatest number of attacks to benefit from Sigmar's blessing. Warhounds should be kept near a priest that has Hearts of Steel when facing a *fear*-causing opponent.

Warbands with crossbow wielding Witch Hunters receive great benefits from having a priest with the prayer Soulfire. The Witch Hunters climb to the roof of a building. The Priest guards the building from the ground. Anyone who wants to fight the Witch Hunters has to fight their way past an exploding priest! This prayer is especially effective because anyone who comes within 2" of the Priest is required to fight

him (pg. 26) and hence remains within range of the prayer. This means that a single model can guard a 7" wide street. Any enemies who attempt to move past the model will automatically be drawn into combat.

Priests who are gifted with the Healing Hand often travel in the middle of a large Henchman group of Warhounds or Flagellants. These unarmored henchmen are often in need of healing and by keeping them in a big group all of the injured can benefit from Sigmar's Healing Hand.

Those blessed with the Armor of Righteousness often decide to battle with *fear*-causing enemies. Be sure to cast the prayer the round before charging or being charged by a *fear* causing opponent (this is the only round in which *fear* really matters). The incredible armor of the spell will serve the Priest well as he attempts to battle some of the monstrosities lurking in the streets of Mordheim.

Flagellants

Flagellants are the most expensive troops in the Witch Hunter warband so are usually purchased only after you have the maximum five Hounds and as many crossbow-wielding Witch Hunters as you desire. They work well with a mace and a





hammer. The extra attack and greater likelihood of stunning someone is the best bet (statistically) for combat effectiveness. Crazed Flagellants are obviously great for handling fear-causing opponents, but they are also useful for sending off alone as they automatically pass All-alone tests. Finally, it is every Witch Hunter Captain's fervent prayer that a Flagellant might someday receive the The Lad's Got Talent advance and become a Hero. If your Flagellant ever does become a Hero, protect his life at all costs (with the skills Resilient, Step Aside, etc.) and buy him Mad Cap Mushrooms. Even if he becomes Stupid as a result he will pass all of his Stupidity tests!

Zealots

The weakest and most numerous of Sigmar's followers are religious zealots. These peasants work well equipped with a dagger, mace, and a shortbow. With this equipment they can either send a hail of arrows or a great mob of weak attacks. Their strength is in numbers.

Burn the Heretics!



Warhounds

The great black Warhounds of Sigmar are some of the most cost effective troops in the game. For only 15 gold you get M6, WS4, and S4! Every warband should include as many as possible. Never send them alone (they will fail their All-Alone test) or against fear-causing opponents (unless they are near a Priest with Hearts of Steel or the Captain). Otherwise run them in a big pack or pair them off with your characters. Regardless, they are some of the cheapest and best fighters in the game. Hounds should always be used to bulk up a warband to at least nine members. A warband with less than nine members takes a Rout test after just two members are taken *out of action*, while a warband of nine or more can lose three before taking the test.

Into the Ruins

The infamous Witch Hunter Captain Justus Laut leads my Witch Hunter warband. Laut is a hard man who is intolerant of error and has no concept of mercy. He and his two Witch Hunters, Lukash and Dieter, all use crossbows for the first few turns of the battle. They concentrate on taking one important enemy *out of action*.

While the Witch Hunters snipe, Isaiah the Sigmarite Warrior-Priest leads a pack of snarling mastiffs and chanting Flagellants into the heart of the enemy. Laut and the Witch Hunters only enter the fray to finish off the enemy if

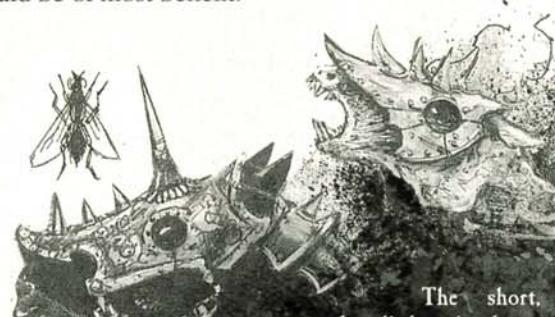


absolutely necessary. It is better to rout and live to fight another day with only the loss of a few Henchmen than a Hero being killed!

Laut and the Witch Hunters are very interested in learning the Quick Shot skill that would allow them to fire their crossbows twice every round. Dodge would also be useful, as the Witch Hunters are likely to be the target of enemy missile fire. Isaiah the Priest is more interested in skills that will keep him alive in the thick of fighting such as Step Aside and Resilient.

After each battle I replace any dogs or Flagellants which die and save money to buy armor for my characters. There are also a few bits of miscellaneous equipment that would be useful to my warband. Justus is interested in acquiring a Holy Relic; Isaiah seeks a lucky charm, healing herbs, and Warhounds to add to his pack (which effectively increase the number of members in the warband beyond 12). If I have any money remaining I would consider employing a Hired Sword such as the Elven Ranger or Halfling Scout.

If the powers of darkness ever manage to kill Captain Justus I will certainly nominate Isaiah the Warrior-Priest to take his place. Isaiah has the same profile as the Witch Hunters but with his spell he is more likely to be in the thick of combat where a 6" radius Leadership would be of most benefit.



The short, fat, little wizard ran his chubby fingers through his greasy hair. He chuckled to himself remembering the look on the face of the Flagellant who he had turned into a human torch with the Fires of U'Zhul. The fool must have thought himself condemned to the flames for his sins, heh, heh, heh. Poetic justice.

The thrice-damned Witch Hunters had ambushed him on Three Copper Lane and had been after him ever since. He could hear the barking of their blasted hounds two streets away so he knew he was safe for the moment. As he stepped into the street, the last thought to pass through his head was, "There's no chance they'll catch me!" as crossbow bolts pinned him to a wooden wall.

The four faceless Witch Hunters descended from the roofs to finish their task. The little man was a long time dying and only near the end did he stop crying. His rotted body now hangs from a pole on Wainwright Lane as a gruesome reminder to those who underestimate the reach of Sigmar's strong right arm.



New in Town

Warlock

There have always been those who use magic: witches and wizards, wise women and warlocks. But as every scholar knows, all magic is dangerous, for it originates from Chaos, the source of corruption and change. Indeed during these times sorcery is illegal and punishable by death. Still, it is not difficult to find employment if you are a Warlock, for many are willing to take the risk of persecution by the Order of the Templars of Sigmar.



Sigmarite Matriarch

The Sigmarite Matriarchs are answerable to the High Matriarch of the temple. Each must lead a warband of Sisters in frequent searches of the city in order to purge the ruins. Matriarchs are driven by a zealous devotion to the Cult of Sigmar and a relentless determination to redeem the Sisterhood in His eyes.



Sigmarite Sister Superior

The Sister Superiors are the long serving priestesses of the Cult of Sigmar, well versed in the rituals of the temple and an example to the younger Sisters and Novices. Any peril or foe that may lurk in the ruins of Mordheim is as nothing compared to the wrath of a Sister Superior.



Bertha Bestrafrung, High Matriarch of the Sisterhood

The pure blood of the Unberogens runs in Bertha's veins, as evinced by her long golden plaits and fierce blue eyes which can freeze a Goblin at twenty paces with an icy glare. Even her voice commands authority, turning strong, hairy-thewed men into trembling wretches. In battle she fights with two great Sigmarite Warhammers.



MORDHEIM™

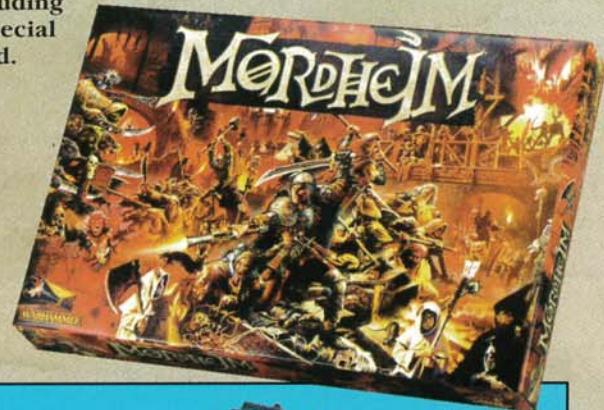
City of the Damned

A terrible place of nightmarish ruins, where death awaits in every shadow. Here hardbitten warriors stalk through the crumbling palaces and twisting streets, fighting and dying for the promise of riches and fame.

Available now, the boxed game contains everything you need to start your Awarband and fight battles in Mordheim. There are two warbands and a whole host of card ruined buildings so that you can create the ruined streets of Mordheim. The comprehensive rulebook describes eight different warbands and a vast array of weapons and equipment. There are also rules for running ongoing Mordheim campaigns as well as including hired swords and special characters in your warband.

The Mordheim boxed game contains:

- 10 plastic Skaven
- 8 plastic Mercenaries
- 176 page Rulebook
- City Ruins
- 6 Dice
- 2 Range Rulers



Available now for \$85.00 CDN \$59.99 US

Models supplied unpainted and unassembled. Contents and components may vary from those illustrated.



Men of the North

In power and influence the city state of Middenheim is second only to the capital, Altdorf. It is the city of the White Wolf and center of worship for the god Ulric. The men of Middenheim are as strong as Ogres and have a well deserved reputation for ferocity.

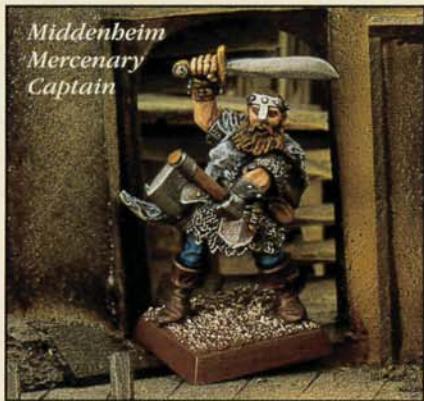
This is a time of unremitting war, civil strife, violence, and famine. A time of orphan children and wanton slaughter. For warriors these are good times! Since the discovery of wyrdstone, Mordheim has become a magnet for fighting men from all over the Empire. Nobles, merchants, and the Temple of Sigmar itself offer rich rewards for shards of the mysterious stone. Foremost amongst the patrons of mercenary warriors are the three most powerful contenders for the Emperor's throne: the Grand Prince of Reikland, Lady Magritta of Marienburg, and Mannfred Todbringer, the Count of Middenheim.

Middenheim stands on a mountain pinnacle surrounded by dark forest in the center of Middenland and is also known as the City of the White Wolf after Ulric, the old god of wolves and winter. The priesthood of Ulric is still strong in Middenheim, where Ulric is venerated as the patron of the

city. The tradition of rivalry between Middenheim and Reikland goes back hundreds of years and both have their own candidate currently vying to become Emperor. As a result there has always been a great deal of friction between Middenheimers and the Temple of Sigmar.

Middenheimers are typically large, strongly built men with a well deserved reputation for ferocity. Many wear wolf pelts which custom decrees to be the mark of those who have slain a wolf with their own hands. These grim warriors are famously contemptuous of danger. They frequently go into battle bare-headed, scoffing at those who choose, for reasons of good sense, to wear helmets. As Middenheimers favor long hair and beards, their lack of headgear makes them look especially fierce when they charge at their enemies, howling their brutal battle-cries.





Middenheim
Mercenary
Captain



Middenheim
Mercenary
Captain

Followers of the White Wolf

The fierce men of the White Wolf have arrived in the city. These mighty men are here to prove their ferocity and skill at arms as well as the Count of Middenheim's worthiness to be Emperor.



Middenheim
Youngbloods



Middenheim
Champions



White Dwarfer Nick Davis' tough Middenheimer warband 'The White Wolves', led by the infamous Captain Kurt Whitebeard.

Random Happenings

Mordheim is a dark and sinister city – dangers lurk around every corner. Even the basic laws of nature cannot be relied upon. Mark Havener and Tim Huckelberry explain how these dangers can be introduced to your battles.

These rules represent the weird and wonderful things that can happen in Mordheim which are beyond the control of players. These rules are intended to be optional and should only be used if agreed on by all players taking part. To determine if a random encounter occurs, roll a D6 at the start of each player's turn. A result of 1 indicates a random encounter. Roll a D66 for the random encounter on the chart below to see what exactly is encountered and follow the directions. The player whose turn it is places any models that represent the encounter and they will act in each of his turns (that player doesn't control their actions though, see the individual descriptions to see how the models act). This player is known as the 'Encountering Player',

It was a hot afternoon and sweat was dripping down the back of Reinhold's collar, drenching the shirt he wore under his leather jerkin. "Why can't this damnable place have normal weather? It's the middle of winter, for Sigmar's sake."

His companions ignored him, too caught up in their own misery to spend any time on his. The best way to beat the heat was to concentrate on the task at hand, collecting the precious wyrdstone, and think about what they could buy with the gold if they happened upon a motherlode.

A shadow quickly covered the street and the warband members looked up to determine the nature of their apparent salvation. Dark clouds now covered the sky. Instead of elation at the sight, however, the warband members found themselves filled with dread. These clouds had a sickly, unnatural look to them. They were a putrid green color and appeared bloated with some foul fluid.

"What now?" Reinhold asked, voicing the question that was in every man's mind.

With a sound like the screams of the damned, the clouds opened up and a yellow rain started to fall. As it touched flesh, the liquid hissed and burned. As one the warband members ran yelling into the cover of a nearby building. Mere steps from the safety of an open doorway the newest member, Mannfred, fell to his knees and began screaming, tearing at his flesh. From the building the other members watched as Mannfred pitched face forward into the dirt of the road and his screams died.

Klaus, the largest member of the warband, turned to face Reinhold, a pained look on his battle-scarred face. "You had to ask, didn't you?"

even though random encounters will frequently affect only his opponent or both players indiscriminately. The models that represent a random encounter must all be placed within 6" of a randomly determined board edge and they will remain within 2" of another member of their group at all times. Random encounter members must be placed (and will remain, unless their description indicates otherwise) at ground level in the open. The Encountering Player places the models representing the random encounter, but note that they cannot initially be placed within 12" of any warband models.

After being placed, many encounters will travel as quickly as possible (without running) towards the nearest warband model. For this purpose the nearest model is the model that the encounter can reach most quickly and encounter models will never climb the sides of a building to get at a warband member. What each encounter does from there is listed in its description. Note that charging models will engage as many warband members as they can reach, ganging up if some of them can't reach different models. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, the players no longer need to roll at the start of their turns.

Random Encounters Chart

D66 Result

11 Ogre Mercenary

An Ogre Mercenary (see the Hired Swords section of the Mordheim rules for details on the Ogre Mercenary) appears further down the street. Sensing trouble brewing, he decides to seize the opportunity and offer his services to the warband with the lowest warband rating (if there are two warbands with the same rating, roll a dice to see whom he offers his help to). The warband that he offers to help must add the Hired Sword to its roster for this game. At the end of the game the Ogre demands payment for services rendered. The warband that he joined must pay his hire and upkeep fee. If the warband cannot (or will not) pay him, he leaves, but not before taking out his frustration on a random member of the warband (only roll among members of the warband who were not taken *out of action* during the game). Roll for injuries to this unfortunate member just as if he had been taken *out of action*.

12 Swarm of Rats

Something in the sewers has frightened the rats that live there. The rats are in a hurry to get away and will attack anything that stands in their path. Use a template 80mm x 120mm to represent the rats. Six monster bases (use rat swarms if you have them), placed in a rectangle with one short side representing the front, will do nicely. The rats move 2D6" each turn. They will always move forward down the center of the street and if they come to an intersection roll randomly to determine which direction they take (example: for a normal 4-way cross-intersection roll a D6: 1-2 right, 3-4 straight forward, 5-6 left). The rats cannot be engaged in close combat and if they make contact with a model they will run right over him. Any model moved over by a swarm of rats will suffer D3 Strength 2 hits, normal armor saves apply.

13 Earthquake

Powerful magical energies from the crater at the center of the city shake the local landscape. The ground heaves and buckles violently and warband members find it hard to keep their footing. Roll a D3 to determine how many turns the earthquake lasts. While the shaking persists all movement is halved, all Initiative tests (climbing, etc.) suffer a -2 penalty and all Shooting and Close Combat to hit rolls are made with a -1 penalty.

14 High Winds

A powerful wind screams through the area, wildly scattering debris and knocking down anything that is not firmly anchored to the ground. Warband members now suffer a -1 penalty to all Initiative tests (climbing, jumping, etc.) and to hit rolls (close combat and shooting) for the rest of the game.

15 Blood for the Blood God!

Unfortunately for the warbands involved, the scent of blood has brought the attention of one of Khorne's minions. Reality is breached as a vicious Bloodletter emerges from the realm of Chaos to shed even more blood for its master. The Bloodletter has the following characteristics and special rules:

Profile	M	WS	BS	S	T	W	I	A	Ld
Bloodletter	4	6	0	4	3	1	6	2+	10

Fear: As monstrous and horrifying creatures, Bloodletters cause *fear*.

Save: 4+ Daemonic armor save.

Psychology: Immune to all psychology tests.

Hellblade: The Bloodletter is armed with a Hellblade which will automatically cause a critical hit if a 4+ is rolled to hit.

The Bloodletter will seek out the nearest close combat and join in, drawn by the clash of steel. The Daemon has a number of Attacks equal to the number of opponents it is fighting (down to a minimum of 2 Attacks). It will split its attacks amongst the opponents, and no matter how many warriors are involved it may roll to hit each one at least once. It will also prevent an opponent from taking any other warrior *out of action* in the massed combat, as they will be too concerned with the Daemon to finish off their other enemy!

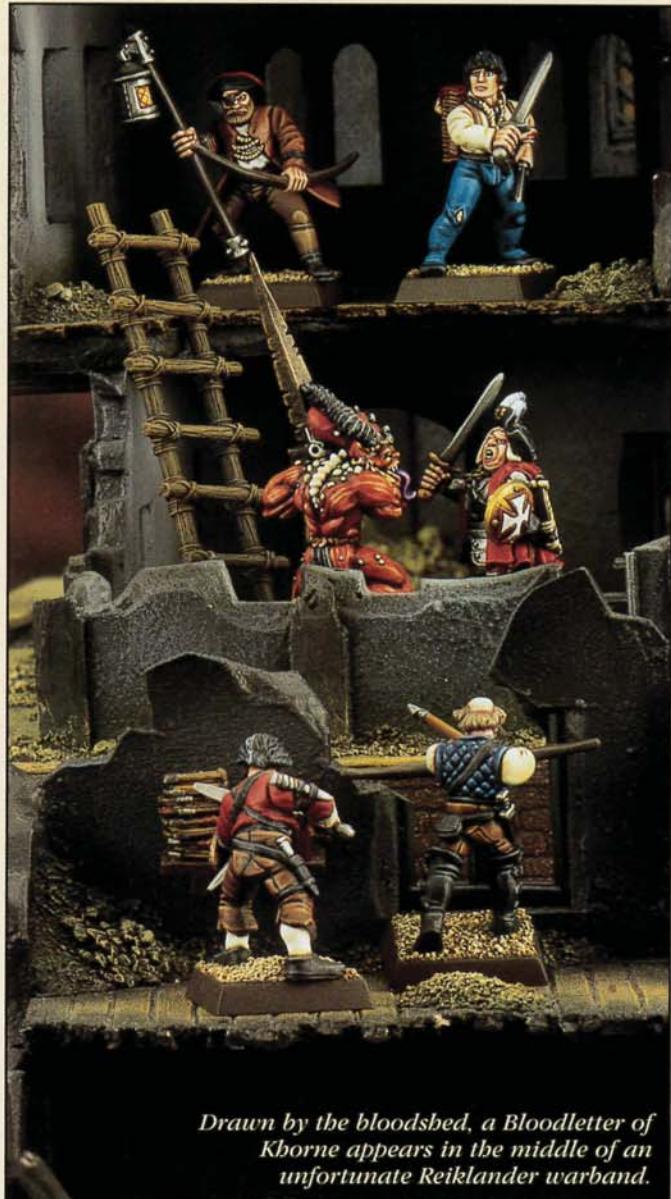
If there are no ongoing close combats within range, it will charge the model with the highest Weapon Skill in order to do battle with a worthy opponent. If there are no enemies within charge range, the Daemon will run towards the nearest warrior, eager to do battle and shed blood for its thirsty god.

16 Lucky Find

One random model, on his feet and not in hand-to-hand combat or fleeing, has stumbled upon a shard of wyrdstone! Assuming he doesn't go *out of action*, this is added to any other shards the warband finds after the game. If he is taken *out of action* in close combat, the enemy model steals the shard away! Note that only non-animal models can find or steal a shard, not Dire Wolves, Hunting Dogs, etc.

21 Restless Spirit

Countless unfortunates have suffered agonizing deaths in countless forms since the comet crashed into the city. Not all of these individuals can easily accept their new condition and they refuse to rest. Perhaps they left some important task unfinished or seek revenge on those who did them harm. The warbands have stumbled upon one such ghost. Any warband member who is within 8" of the spirit at the start of its Movement phase must make a Leadership test or flee (exactly as if he were fleeing from combat). Models that are immune to psychology automatically pass this test. This creature is unable to affect (or be affected by) the physical world, but it is very frightening nonetheless. The spirit moves 4" in a random direction, moving through walls, obstacles, or warband members as if they were not there. It will not charge and cannot be harmed by the warband members in any way. The only exception to this is if the spirit comes into contact with a Sigmarite Matriarch or a Warrior-Priest of Sigmar. These models may choose to put the dead to rest. If the player controlling such a model decides to do this, the spirit is immediately banished (disappears and does not return) and the priest gains one Experience point.



Drawn by the bloodshed, a Bloodletter of Khorne appears in the middle of an unfortunate Reiklander warband.

22 Burning Building

Suddenly, one of the buildings (chosen at random) bursts into flames, ignited by smoldering embers from a fire thought extinguished long ago. Any models inside take a S3 hit unless they move outside in that turn and any models within 2" of the walls take a S2 hit from the smoke and heat unless they move farther away as well. For the rest of the game, the building itself will cause *fear* due to the intense flames and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a *fear*-causing enemy.

23 Man-Eater

One of the trees growing in the area has been changed into a carnivorous predator by exposure to the Chaos magic inundating the area. Randomly determine which member of the Encountering Player's warband finds the plant. That model is attacked as a large mouth opens up in the trunk of the tree and its branches whip down to grab its unfortunate victim. Place a tree next to the victim. He is now considered to be in close combat with the tree, which has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Tree	0	3	0	4	6	3	3	2	10

The tree automatically passes any Leadership tests it is required to make. Any result on the Injury table will cause the Man-Eater to stop attacking, though it is not possible to actually take it *out of action* or *knock it down*. Opponents are +1 to hit the tree, due to the fact that it is rooted to the spot!

24 Skeletons

While the intense magic of the area rapidly dissolves skeletons to dust, shambling hordes of them spring up at random from the bones of the fallen. Uncontrolled, they roam the city wasteland, blindly attacking everything they find before falling apart. 2D6 Skeletons appear with the following profile:

Profile	M	WS	BS	S	T	W	I	A	Ld
Skeleton	4	2	2	3	3	1	1	1	10

Fear: The Skeletons cause *fear*.

Psychology: Skeletons are immune to all Leadership-based tests and *Stunned* results.

They are armed with simple weapons or bony fists (treat as daggers in close combat). The skeletons will move towards and attack the closest models as quickly as possible. Roll a D3 when they appear, after that many turns they crumble back to inanimate bones (count the current turn as the first one).

25 The Twisting of the Air

Reality itself seems to twist, warping perceptions until no one can be sure of what their senses tell them. Roll a single D6 at the start of each player's turn. For the next D3 turns, the distance within which warriors can use their Leader's Leadership value and the distance for being *All Alone* is the value rolled instead of the normal 6". All distances between models are also increased by the same D6" roll for purposes of weapon ranges and charging. Note that the actual models are not moved, but only the shooting/charging models' perceptions of the distance.

26 Spawn

The warbands have stumbled upon one of the many former inhabitants of the city that got too close to the crater at the center of the city and as turned into a mindless Spawn. Spawn have the following characteristics:

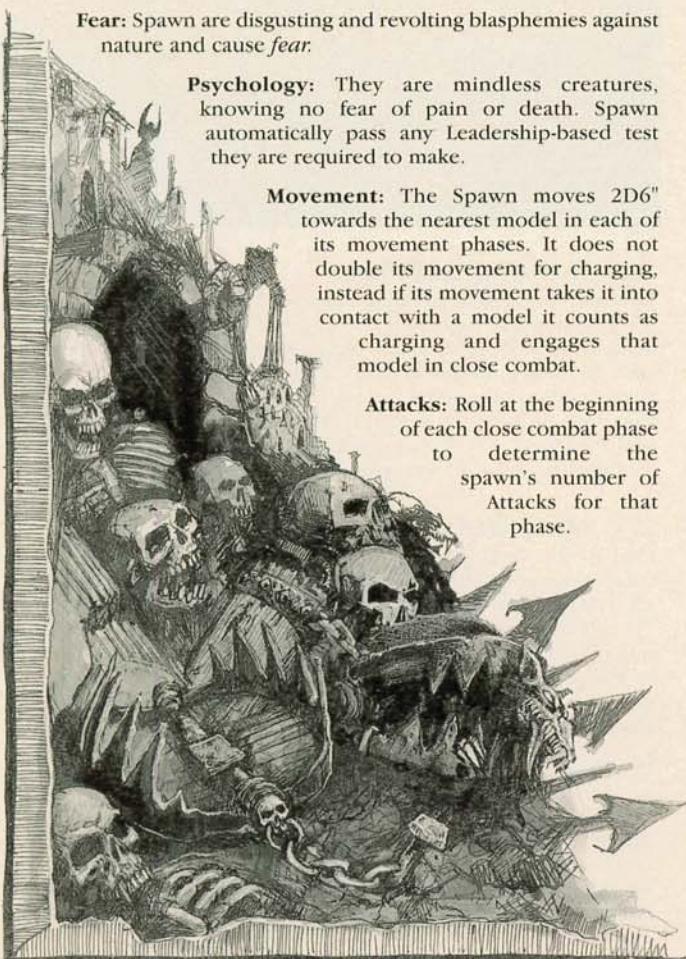
Profile	M	WS	BS	S	T	W	I	A	Ld
Spawn	2D6	3	0	4	4	2	3	2D6	10

Fear: Spawn are disgusting and revolting blasphemies against nature and cause *fear*.

Psychology: They are mindless creatures, knowing no fear of pain or death. Spawn automatically pass any Leadership-based test they are required to make.

Movement: The Spawn moves 2D6" towards the nearest model in each of its movement phases. It does not double its movement for charging, instead if its movement takes it into contact with a model it counts as charging and engages that model in close combat.

Attacks: Roll at the beginning of each close combat phase to determine the spawn's number of Attacks for that phase.



31 Collapsing Building

Pick one building at random. Any models inside must pass an Initiative test or suffer a S5 hit, armor saves applying as normal, as the building collapses. Remove the building from the table (replacing with ruins if possible), and place the models back on the table where it stood. Any models climbing the sides of a building or on the roof when it collapses automatically fall from whatever height they were at.

32 Scrawlings on a Wall

A randomly determined warband member who is within 4" of a building (if there are no models this close to a building, ignore this encounter), sees writing suddenly appear in blood on the wall closest to him. Roll on the following table to find out what the writing says:

D6	Result
1	The writings are a map of the area. The model's warband receives a +1 on the roll to pick the scenario for the next game they take part in.
2	Reading the writing accidentally sets off a spell on the reader. The model suffers a minor curse and now has a -1 penalty to all dice rolls for the rest of the game.
3	The warband member learns of the remains of some booty inside the building. If he moves inside he finds 1D6 gold crowns.
4	The writings reveal all the hiding places in the area. The model can hide even in the open for rest of the game.
5	The warband member learns of a secret passage inside the building – if he moves inside, he can pop out next turn in any other building.
6	A fun read, but nothing else happens (Veskit was here!).

33 Thick Fog

A fog rolls in, thick as pea soup. Models can only see 2D6" (roll once for the distance all models can see; do not roll individually for each model). Re-roll at start of each Encountering Player's turn to see what the visibility is for that turn. The fog lasts for the rest of the game.

34 Hands of Stone

Hands of earth and stone suddenly jut out of the ground in a small area of the battlefield. The Encountering player must pick a spot anywhere on the battlefield and anything within 3" of that spot is affected. The area is now very difficult ground as the hands grasp and attempt to hold anyone passing near them. This encounter lasts one turn, at the end of which the hands sink back into the ground.

35 Dog Pack

Recent events in Mordheim have caused many of the city's dogs to suddenly find themselves without homes. Groups of these animals turn feral and form into hunting packs. The warbands have been discovered by one such (very hungry) pack. The pack consists of 2D3 wild dogs (use the Hunting Dog stats from the Witch Hunter warband list). The dogs move as quickly as they can toward the nearest models, dividing themselves as evenly as they can between multiple targets if they are available. If members of a dog pack take a warband member *out of action*, he will be eaten if not rescued. If no friendly model comes within 6" of where the model fell by the end of that warband's next turn, the fallen member is considered lost (dog food). If a dog pack fails a Rout test, they leave without taking their 'food' with them, any warband members taken *out of action* in the last turn of the game have not been eaten and follow the normal rules for models taken *out of action*.

36 Possessed!

One randomly-selected member of the Encountering Player's warband is suddenly possessed by a minor spirit. This spirit is far too weak to control the model's entire body, but is instead limited to controlling one of his or her limbs (usually an arm). The model takes an automatic hit at his or her own Strength during each of his or her close combat phases until the possession is over and may do nothing else. The possession lasts 1D3 turns. Note that Sigmarite Matriarchs and Warrior-Priests are immune to this possession, as are non-living warband members. If such a warband member is the object of the spirit's attention, randomly determine another warband member to suffer the effect instead.

41 Fountain of Blood

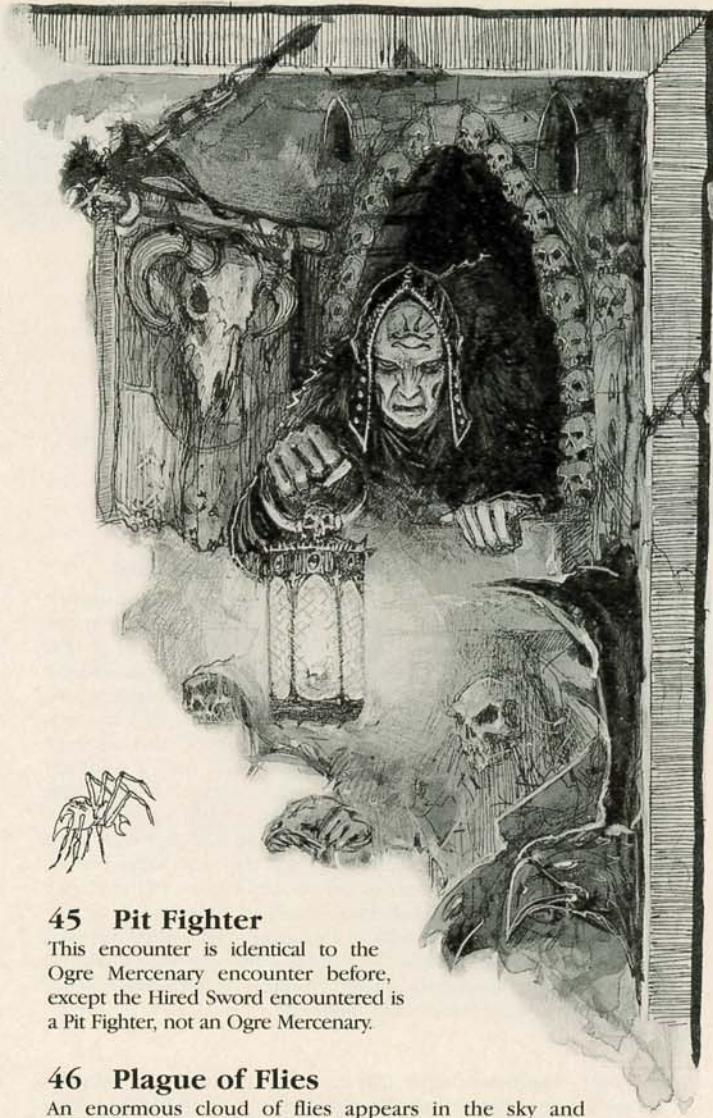
The city itself seems to weep as even more blood is shed on its streets. For the rest of the game, whenever a model is taken *out of action* in close combat, the model that did the deed must take a Strength test or be *knocked down* as he is hit by a torrent of blood pouring from the ground. If there were others involved in the combat they are not affected, as the steaming liquid seems to be directed only at those who have called it into being by their bloodthirsty actions.

42-44 Storm of Chaos

Clouds rapidly gather above the city in an unnatural, sickly yellow-green mass and warp lightning begins to dance from one cloud to another. Thunder rocks the air, screaming out in almost intelligible noises. The clouds themselves seem to take on the shapes of monstrous creatures and both warbands in the conflict look at each other with fear on their faces. Roll a D6 to see what the storm manifestation will bring:

D6 Result

- 1 Warp lightning begins to strike the ground in search of a victim! It will hit the warrior with the best armor save, attracted to the large amount of metal. That warrior takes a S5 hit, with no armor save possible. If multiple warriors all have the highest armor save, randomly determine which is struck. The warp lightning will strike for D3 turns before moving on towards another part of the city.
- 2 Fish suddenly fall out of the sky to pelt the area! All movement is halved for one turn (due to wet, flapping fish underfoot), but there is no other effect.
- 3 Wyrdstone dust has mixed with the water vapor in the area and produced the strange-looking clouds from which a tainted rain begins to fall. The rain burns flesh and eats into stone and metal. Each warband member in the open takes a single S2 hit (normal armor saves apply) every turn the rain lasts until he gets under cover. The rain lasts 1D3 turns.
- 4 A magical mass of lightning forms near the ground, illuminating the area with an eerie greenish glow. It begins to move about the area, drawn to magical powers from which it feeds. Place a counter as per the normal Encounter rules to represent the mass and each turn move it 2D6" towards the highest level spell user (the one with the most spells: each turn roll a D6 if two or more spell users have the highest number of spells). If there are no magic users in the game, the mass will move towards the opposite table edge, doing nothing but blocking line of sight as it moves. If the model the mass is moving towards casts a spell, immediately move the counter another D6" towards the model. If the ball of lightning touches the target model, the model is frozen in time and cannot do anything. While frozen, the model cannot be attacked or harmed in any way – the lightning mass protects its prey! After freezing a model, the lightning will no longer move but will instead remain near its victim to feed. The lightning will feed for D3 turns on the magical energy of its victim and then flies back towards the warp clouds above, freeing the magic user. If the game ends before the feeding is done, the victim is immediately released. Victims suffer no long-term ill effects from their exposure to the lightning.
- 5 A rumbling is heard from overhead, as thunder erupts from the strange clouds. The thunderclaps become more intense and the heavy pulses of air brings warriors to their knees as if they had been hit by cannonballs of solid air. D6 randomly selected models are *knocked down* by the air bursts. If any of these models are in close combat, all other members of that melee are *knocked down* as well.
- 6 Tendrils of smoke drift down from the clouds, winding around the heads of members of each warband. Randomly select one Hero from each warband – these warriors have been chosen by rival storm gods as their champions. The chosen models must move towards each other every turn and get into close combat as quickly as possible. Once in combat, they will automatically pass all Leadership tests and will fight until only one remains (the combat will end when one of the models puts his rival *out of action*). If a warband does not have any Heroes left in play when the storm gods choose their champions, a random Henchman will be chosen from that warband instead.



45 Pit Fighter

This encounter is identical to the Ogre Mercenary encounter before, except the Hired Sword encountered is a Pit Fighter, not an Ogre Mercenary.

46 Plague of Flies

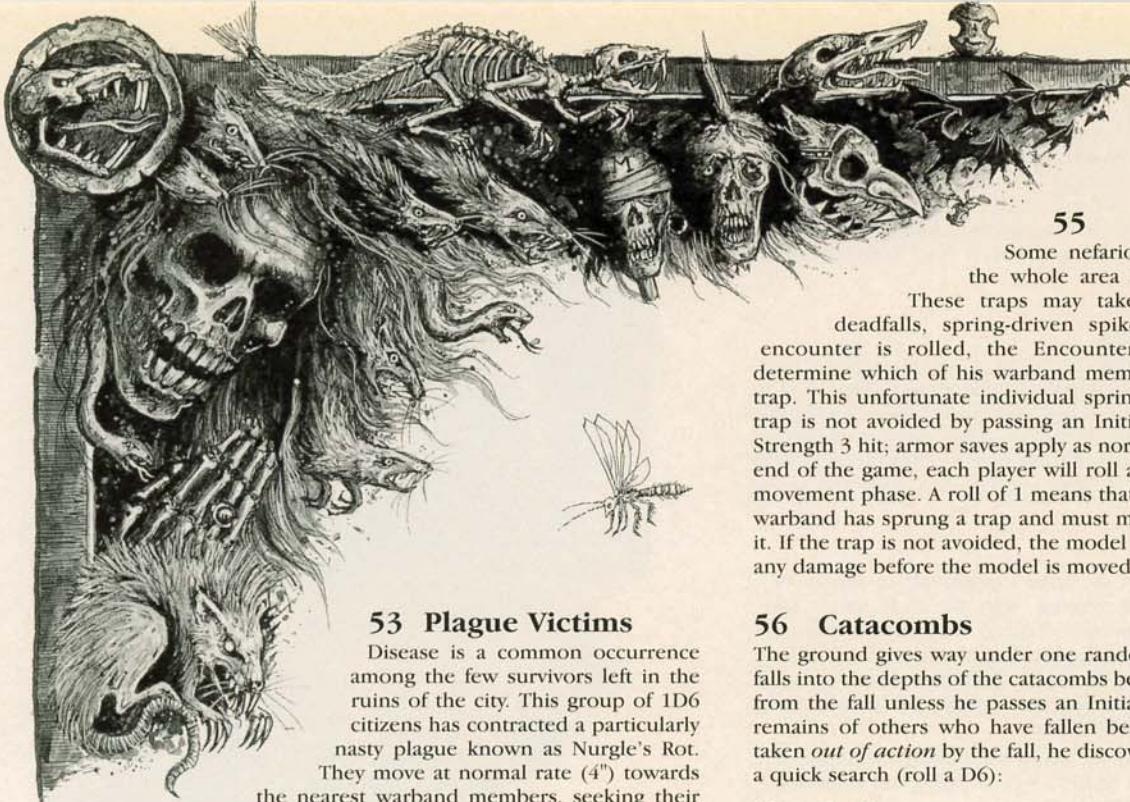
An enormous cloud of flies appears in the sky and swoops down on the warbands below. All models have an extra -1 to hit penalty when shooting or fighting in close combat as flies buzz around them and into open orifices. The flies remain for D3 turns and then fly away.

51 Sinkhole

An enormous mouth suddenly opens up under the feet of one randomly-determined warband member. Make an Initiative test for the model. If the test is failed, the model falls into the pit. If a 1 is rolled for the test, the model is sucked underground and taken *out of action*. Any other failure results in the model catching himself in the opening, which closes around him. Treat the model as being *knocked down* for the rest of the game, though he may not move at all.

52 The Horror in the House

Randomly select one warrior lurking alone inside a building (if there are no warband members inside a building, ignore this result and re-roll on the Random Encounters table). Unfortunately for him, he's not as alone as he thought. He hears a slight ripping sound as if the air itself is being torn apart and something manifests itself behind him. The warrior must make a Fear test and if he fails in his next movement phase he will run screaming 2D6" from the building towards the nearest table edge and can do nothing else in that turn. If he passes the test, the unnatural presence still forces him D6" outside, but he suffers no other effects. At the start of his subsequent turn a fleeing model can try to recover from his ordeal by passing a Leadership test, but at a -1 penalty. If he does, he stops, but cannot do anything else that turn other than catch his breath. If he fails, he again moves 2D6", trying in vain to erase the terrifying images from his memory. For the rest of the game, the building itself will cause fear, and anyone who wishes to enter it must first pass a Fear test exactly as if they wished to charge a fear-causing enemy.



55 Booby Traps

Some nefarious individuals have trapped the whole area the warbands are searching.

These traps may take the form of spiked pits, deadfalls, spring-driven spiked boards, etc. When this encounter is rolled, the Encountering Player must randomly determine which of his warband members has discovered the first trap. This unfortunate individual springs a trap immediately. If the trap is not avoided by passing an Initiative test, the model takes a Strength 3 hit; armor saves apply as normal. From this point until the end of the game, each player will roll a D6 at the start of his or her movement phase. A roll of 1 means that one member of that player's warband has sprung a trap and must make an Initiative test to avoid it. If the trap is not avoided, the model takes a S3 hit as above; apply any damage before the model is moved.

56 Catacombs

The ground gives way under one randomly selected warrior and he falls into the depths of the catacombs below the city. He takes a S3 hit from the fall unless he passes an Initiative test, and lands near the remains of others who have fallen before him. Assuming he's not taken *out of action* by the fall, he discovers one of the following after a quick search (roll a D6):

D6 Result

1	A helmet
2	A small pouch containing 2D6 gold crowns
3	A lantern
4	A net
5	A vial of Black Lotus
6	A sword

Unless he has a rope & hook, the warrior is stuck in the catacombs and cannot rejoin the game. He will count as being *out of action* for Rout purposes, but will rejoin his warband after the game with no other untoward effects. If he does have a rope & hook, he can climb out D3 turns later, appearing inside a randomly determined building.

61 Forbidden Fruit

Ghostly white flowers suddenly open on a tree in the area and emit a powerful fragrance. Randomly determine a member of the Encountering Player's warband who happens to be standing next to the tree when it comes to life. Place the tree within 2" of this model. Any warband members within 8" of the tree must make a Leadership test at the start of each of their turns or move as quickly as possible towards the tree. If within 1" of the tree, a spellbound model will pick and eat one of the swollen, blood-red fruit hanging from its branches. Any model eating one of the fruit is automatically taken *out of action*, as powerful poisons incapacitate him or her. A non-spellbound warband model may keep another model from moving toward the tree by moving into base to base contact with him or her and holding him back. Neither model may do anything else while the spellbound model attempts to move to the tree and the restraining model attempts to prevent him from doing so. Both spellbound and restraining models can react normally if attacked in close combat and a restraining model can give up his attempts at any time. This encounter lasts the remainder of the game. Close inspection of the tree reveals the bones of several animals overgrown with grass and leaves lying at its base.

62 The Lost

Many view the destruction of Mordheim as a sign that the world is coming to an end. Groups of these lunatics are often drawn to the city where they attack anyone they come across, certain that they are in some way helping to avert this cataclysm. This group of 1D3 Flagellants (see the Witch Hunter section of the Mordheim rules for stats and special rules) will move as quickly as possible towards the nearest warband members and engage them in close combat as soon as they are able. They are armed with flails.

D6 Result

1	Major Symptoms: The plague races through the victim's system, producing horrible disfiguring lesions before killing him. If the model is a Henchman, he dies. If the model is a Hero, roll D3 times on the Serious Injury table (ignoring <i>Robbed</i> , <i>Bitter Enmity</i> , <i>Captured</i> and <i>Sold to the Pits</i> results) to determine the long term effects of the disease.
2-5	Minor Symptoms: The plague takes its toll on the victim as it takes its course. Without proper bed rest the victim will die. The warband member must miss the next game as he recovers.
6	Full Recovery! The victim has an especially hardy constitution or gets an extremely mild case of the disease. The victim suffers no ill effects.

54 Last One Standing

The horrors of Mordheim can drive even the strongest mind past the point of madness. This Sigmarite Matriarch (for stats see the Sisters of Sigmar section of the Mordheim rules) has seen her entire warband cut down around her and the experience has proven too much for her. She now seeks revenge and is not particular about who she gets to pay! She is armed with a sword and steel whip and wears heavy armor and a helm. She carries Blessed Water and a Holy Relic on her person as well. She knows the prayers *The Hammer of Sigmar* and *Armor of Righteousness* (see the Prayers of Sigmar chart in the Mordheim rules for details). Roll randomly to determine which she casts on herself each turn. She has the skills Absolute Faith, Jump Up, and Step Aside. The Matriarch will move as quickly as possible towards the nearest model and engage them in close combat if able. She will not rout and must be taken *out of action* to make her stop. If the Matriarch is taken *out of action*, leave her body where it fell, any non-animal warband member may loot her body by moving into contact with it during their movement phase. If this warrior is later taken *out of action* as well, place a counter where the warrior fell to represent the Matriarch's equipment. This it can then be picked up by a different model, as above.

63 Reflecting Pool

One warrior on the ground (selected at random from the Encountering Player's warband) notices a small pool of what looks to be still water. Reflecting the gloomy sky above, it appears to be liquid metal or unnaturally deep silvery water, rippling only slightly with the dank breeze blowing through the city. He can ignore it, or bend quickly to peer into its depths. If he's brave enough to gaze into the murky liquid, roll a D6:

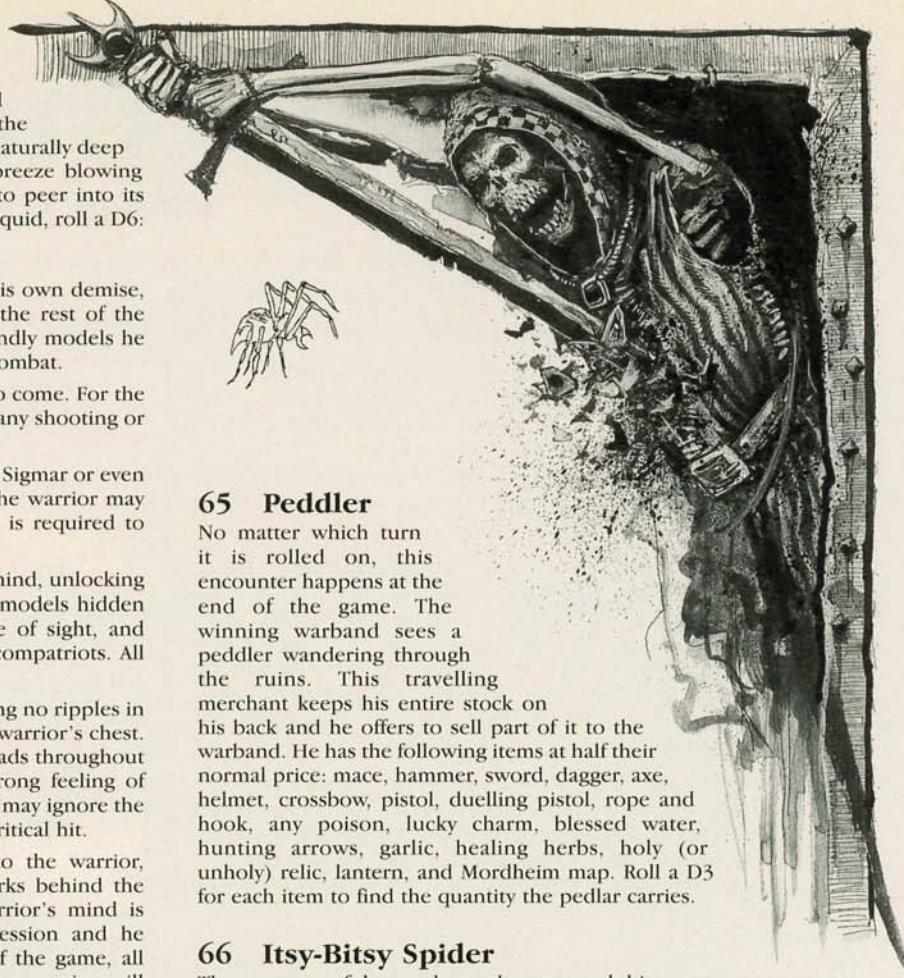
D6 Result

- 1 The water reflects back nightmare images of his own demise, filling him with fear for his own safety. For the rest of the game, no matter how far away he is from friendly models he will always count as being *all alone* in close combat.
- 2 The warrior glimpses an image of what is yet to come. For the rest of the current turn he may re-roll (once!) any shooting or close combat rolls to hit.
- 3 A faint image of his personal god appears, be it Sigmar or even the dread Shadowlord. Filled with courage, the warrior may ignore any and all Leadership-based tests he is required to make for the rest of the game.
- 4 The warrior peers into the depths of his own mind, unlocking untapped abilities. He can detect any enemy models hidden that turn, even those not in his normal line of sight, and passes the information on to the rest of his compatriots. All enemy models lose their hidden status.
- 5 A slender arm reaches out from the pool, leaving no ripples in the smooth liquid, and pale fingers touch the warrior's chest. The soft caress causes a faint glow, which spreads throughout his body. Though it quickly dims away, a strong feeling of strength and vitality is left behind. The warrior may ignore the next wounding hit he receives, even if it is a critical hit.
- 6 The city chooses to reveal its true visage to the warrior, unveiling the monstrous intelligence that lurks behind the facade of simple ruins and rubble. The warrior's mind is overwhelmed by the enormity of the impression and he stumbles away in stark terror. For the rest of the game, all enemy models count as causing *fear* and the warrior will refuse to enter any buildings or get within 2" of any walls or ruins. After the game the effects will wear off, though he will always hesitate slightly before entering an unlit room from now on...

Note: Only warriors who can gain in experience can choose to look into the pool, all others simply lack the curiosity to bother!

64 Screaming Walls

Faces appear in the walls of one randomly-determined building and start to emit a piercing shriek. Any warband members within 8" of the building takes a S1 hit (no armor saves allowed) and are at -1 on all to hit rolls (close combat and shooting) while the screaming lasts. Spellcasters are even more sensitive to the noise than others and so no spells may be cast from within this radius. Roll a D3 to determine how many turns the screaming lasts.



65 Peddler

No matter which turn it is rolled on, this encounter happens at the end of the game. The winning warband sees a peddler wandering through the ruins. This travelling merchant keeps his entire stock on his back and he offers to sell part of it to the warband. He has the following items at half their normal price: mace, hammer, sword, dagger, axe, helmet, crossbow, pistol, duelling pistol, rope and hook, any poison, lucky charm, blessed water, hunting arrows, garlic, healing herbs, holy (or unholy) relic, lantern, and Mordheim map. Roll a D3 for each item to find the quantity the peddler carries.

66 Itsy-Bitsy Spider

The presence of the wyrdstone has mutated this common household pest into a monster of titanic proportions! This Gigantic Spider has the following characteristics:

Profile	M	WS	BS	S	T	W	I	A	Ld
Spider	5	3	0	5	4	4	1	2	10

Fearsome Beast: The Gigantic Spider causes *fear*.

Chitinous Hide: The Spider has an armor save of 4+.

Poisonous Bite: Any to wound rolls of 5 or 6 (rather than just a 6) are treated as critical hits.

The Gigantic Spider moves from the table edge it starts from to the opposite table edge, attacking any warband members that get in its path.



A warband desperately tries to fend off a mindless Spawn.

Mordheim Architecture

By Nick Davis



The City of the Damned is a dark and dangerous place with twisted architecture, and equally twisted denizens. In our third feature on Mordheim architecture, Nick Davis takes a look at the buildings of Mordheim and a subject that is dear to any Mercenary's life... Cover!

Nick: Welcome to the third installment of Mordheim Architecture as we continue our look at the buildings and features of the City of the Damned. I've at last got my hands on the fantastic new card buildings from the Blood on the Streets building pack and I'm looking forward to putting them together. But first I have to solve a little problem.

As my warband explores the dark reaches of Mordheim I've found that one thing becomes apparent. Apart from the ruined buildings, if you're caught out in the streets there is no cover! Well, in a bid to save my Middenheim mercenaries, the White Wolves, from extinction (they've had a hard time against warbands with lots of marksmen), I sat down, grabbed my bits box and started to make some barricades, based on the cardboard ones you get in the box.

The materials used in the construction of my barricades are really easy to find. They are mainly made out of broken up popsicle sticks (I hope you saved yours from the summer – the first rule of modeling is never throw anything out!). I also added some extra stuff from my bits box like plastic cart wheels and metal barrels. Also, to add a little interest to the barricade bases, I used a couple of modeling techniques which I explained in an earlier edition of Mordheim Architecture (see WD238).

Right, let's get on with it and see what I can make.

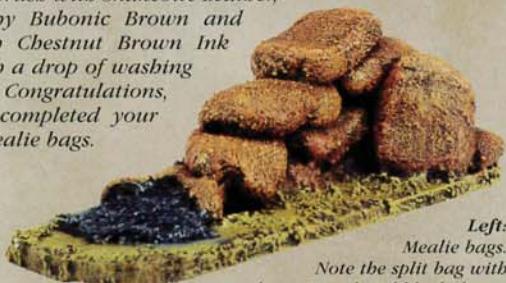
Mealie Bags

Mordheim was a busy trade city and many farmers brought their produce in to sell. It was not uncommon to see piles of sacks containing grain or other produce around the city. These make handy cover in the now dangerous city streets.



My sacks or 'mealie bags' are hand made. Get some modeling clay like DAS, pull a bit off and shape into a rough sack (the size is up to you). Repeat until you have a line of three or four. Make a load more but this time place the shaped DAS on top of the last row of sacks. Keep this up until the line of mealie bags comes up to a Human mercenary's waist. Leave to dry and then paint over the bags with watered down PVA glue. This will seal them together. When the PVA is dry, paint the row of bags with Chaos Black, drybrush with Snakebite Leather,

followed by Bubonic Brown and wash with Chestnut Brown Ink mixed with a drop of washbing up liquid. Congratulations, you have completed your stack of mealie bags.

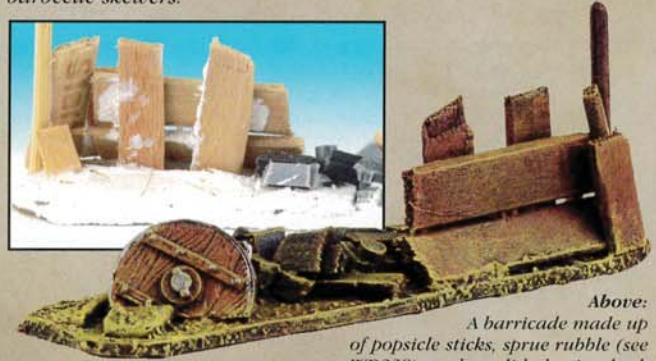


*Left:
Mealie bags.
Note the split bag with the grain colored black due to the warping influence of the city.*

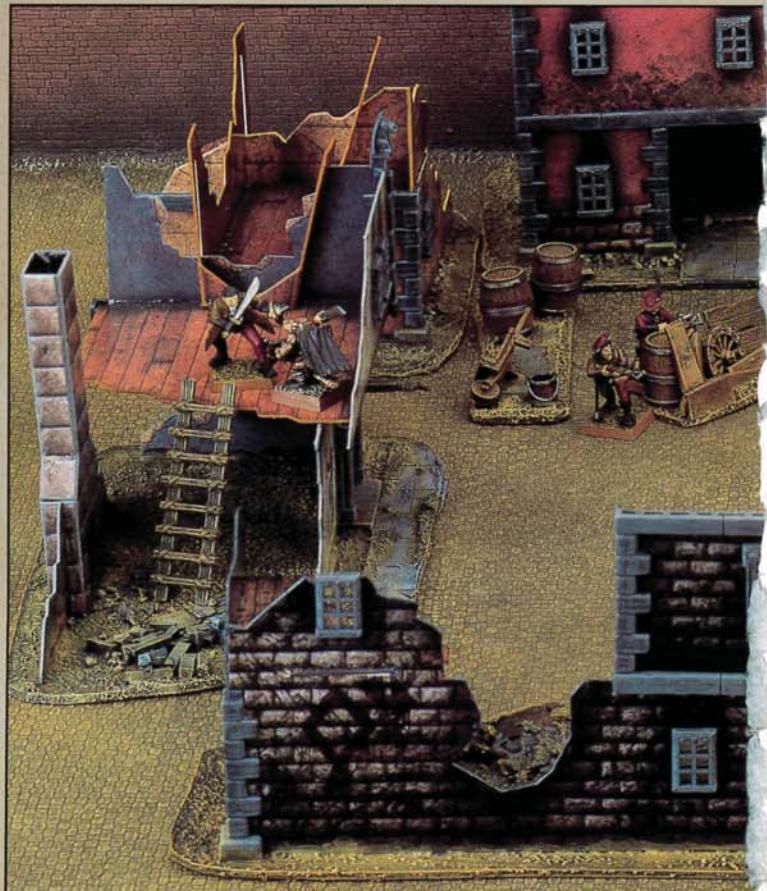
Wooden Beams & Broken Doors



Wooden beams and broken doors can be made out of popsicle sticks, cocktail sticks, and bamboo barbecue skewers.



*Above:
A barricade made up of popsicle sticks, sprue rubble (see WD238), and a solid plastic wheel.*



Building a Barricade

Barricades are really easy to build as they can be made up of almost anything – discarded wood, empty barrels, old cart wheels, mealie bags, and doors. Here is my way of doing it...

1 First cut your base to size. I suggest about 3cm wide and about 8cm in length, but you can vary this if you wish. However, try to keep all the barricade materials in the center of the base to help protect them from knocks.

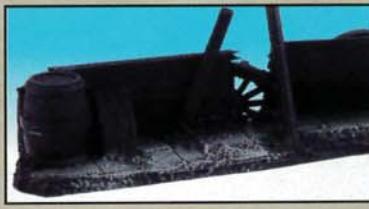
For the base I used thick cardboard called artboard, but corrugated cardboard would be just as good. I then glued some paving slabs on to this artboard base (see WD238). The barricade itself is made out of two popsicle sticks broken in half, a bamboo skewer, a couple of cart wheels, and a metal barrel from the Siege Defenders boxed set.

The broken halves of popsicle stick were glued on top of each other using PVA glue and then glued onto the base. I used the barrel and the bamboo sticks to prop up the popsicle stick barricade, then left this to dry. To finish off the barricade I glued two spare wagon wheels to the front of the barricade wall, then painted the entire base with coarse textured paint, and left it to dry.



2 Paint or spray the base Chaos Black. I suggest you use a combination of the two; you can use the paint brush to get into the gaps that your spray can misses.

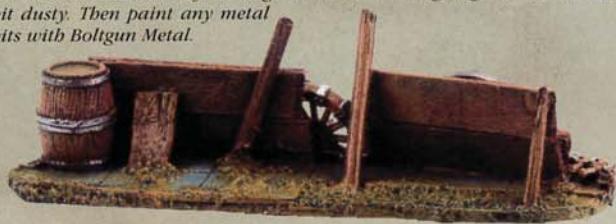
Once the paint is dry, if you have any paving slabs or sprue rubble on your base drybrush them Codex Grey.



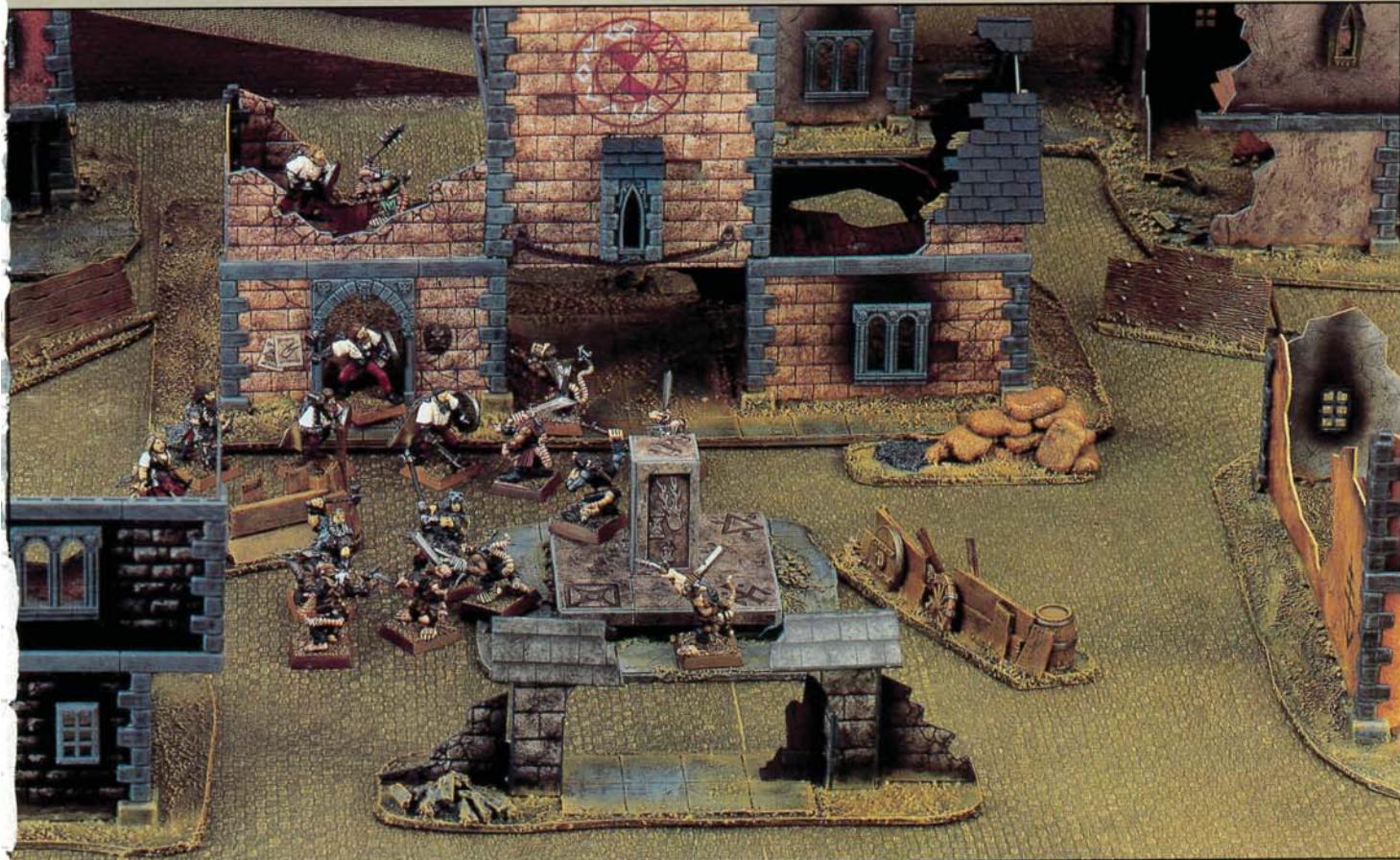
3 Drybrush all the wooden features on the base with Scorched Brown.



4 Now drybrush the entire barricade with Snakebite Leather, including the wooden pieces on the base. Go over the edges of the paving slabs and any sprue rubble. Don't worry too much about keeping this neat and tidy. Mordheim was hit by a big rock so it is going to be a little bit dusty. Then paint any metal bits with Boltgun Metal.



5 To finish off the barricade, drybrush over the base with Bubonic Brown. Again you don't have to be too tidy about this (make sure you go over the metal bits with it). Once you are done your barricade is ready.



Barricades

As I have mentioned before, making barricades is really easy. Here are a few I knocked out using some bits and pieces from my ever growing bits box.



Above & right: This barricade is made up from a door from the Warhammer Fortress and some bits from the Siege Defenders boxed set. I added a pile of sprue rubble and a broken bit of popsicle stick for extra effect.



Above: The upturned table is a Mail Order only special metal piece. I also added the remains of my popsicle sticks to the base and a plastic cart wheel.

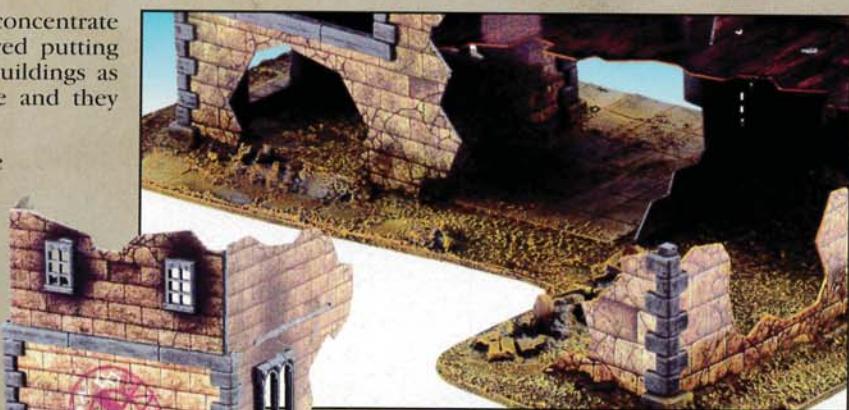


Left: A collection of barrels and an upturned wheel barrow from the Siege Defenders boxed set make a quick, easy, effective piece of cover.

Well, with the cover problem solved I can now concentrate on the Blood on the Street buildings. I enjoyed putting together my last set of Mordheim cardboard buildings as it involved very little modeling work from me and they looked great.

Just like the first set of ruins, once I built these they looked great by themselves, but just like the first set I added some extra touches. First of all I based them to protect them from knocks. Then I added a few ideas from the first Mordheim Architecture article (see WD238) like sprue rubble – so check out the hints and tips scattered around that article. Also, I painted the edges of the buildings to give them a more solid appearance and tidy them up.

The buildings were glued together with PVA glue (you can easily pull it apart if you make a mistake). I do suggest that before you apply any glue you test fit the pieces first! As with all cardboard buildings you may find that you need to do some extra trimming here and there. Use a modeling knife or scissors to ensure a snug fit with the plastic building components. Have fun!



Above & left: The Blood on the Streets tower house. Most of the 'extra touches' have gone on around the back. I added the corner wall piece to the base to make the building even bigger.

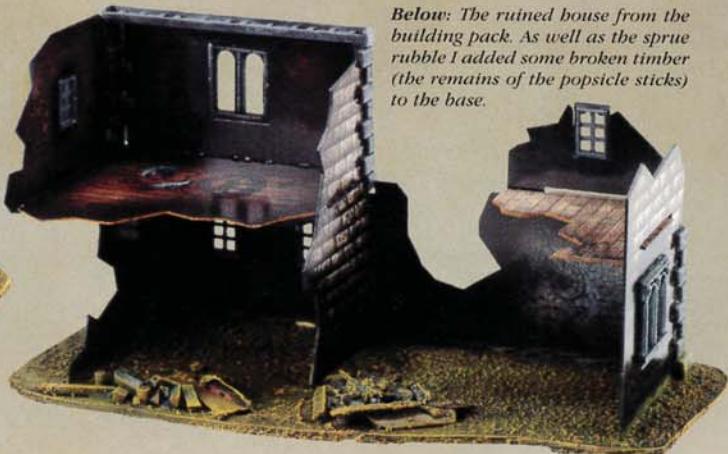
The base has the now mandatory sprue rubble (check out the gap in the far wall) and paving stones.



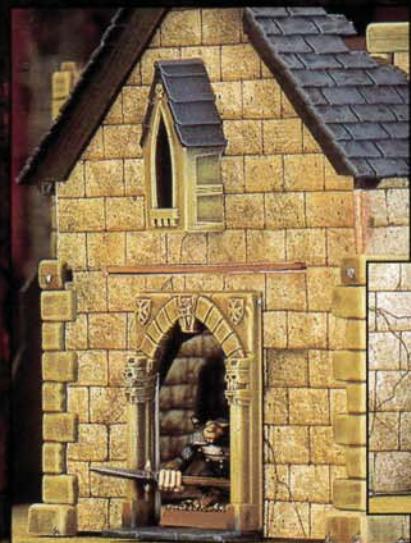
Below: The ruined house from the building pack. As well as the sprue rubble I added some broken timber (the remains of the popsicle sticks) to the base.



Above: I just had to put the gateway either side of some paving stones. A quick note about this piece – the folds and flaps are tight so I used superglue to stick it together. I needed the more instant bond of superglue or I would have spent the next hour or two holding it together as the PVA dried!



Blood on the Streets



Buildings require assembly. Citadel Miniatures not supplied.

RUINED BUILDINGS FOR THE CITY OF THE DAMNED - \$30.00 CDN \$19.99 US

Mordheim Showcase

By Matthew Parkes



Matt, an experienced member of the 'Eavy Metal team, painted many of the Studio Mordheim miniatures that have been shown in White Dwarf. Matt couldn't resist using the new 40mm round bases to create these small, highly characterful scenes of Mordheim.



The skeleton on the post was copied from the Studio Mordheim temple scenery to give the piece continuity. I remodeled the head so that the Henchman is looking down at his injury.



After playing a few games of Mordheim, I decided that wounded counters would look great on the gaming table. And besides, constructing these small vignettes proved to be a nice break from painting my gang!

The new 40mm round bases proved to be perfect for what I wanted. They allow more room for small pieces of scenery such as rats, weapons, and blood! I wanted each counter to be different, but to keep within the theme and look of the Mordheim game.

I also decided to use the 40mm base when I came to paint Aenur, the Sword of Twilight. This proved to be a great success so I am currently working on more special characters in the same way.

I repositioned the legs of this Marienburger warrior so he is sitting down. The band has been replaced with that of another model to make the warrior look like he is about to pull out the arrow. I am very pleased with this conversion as the model looks like he is in a lot of pain!



The tree has been made of green stuff and wire, with brass-etched leaves that I bought. The wanted poster on the tree was made of a piece of paper with an ink wash over the top for weathering. Because of the mystery surrounding Aenur's past I painted him in colors that are not associated with any particular Elven race.

Black Shields

The Studio Mordheim campaign started up a few months ago and there was a warband building frenzy all around Head Office. Not being one to miss out on the action, Mark Bedford chose to build a Skaven warband. This is how he went about it.

I decided to make the warband from plastics (although later on I will add metal miniatures) because I wanted the Skaven in my gang to be individual. This is something you just don't have time for in Warhammer. There is an upper restriction to the amount of warband members in a gang so I lavished extra time on each figure and its base. I find converting and altering plastic figures a lot easier than their metal counterparts, so after working out my warband on a piece of scrap paper I grabbed my clippers, scalpel, bits box, and glue then set to work.

The Assassin Adept isn't converted – he came straight from the Mordheim sprue. However I did pose him in a way that looks like he is scrambling over the city's rubble. I based all the models on 25mm square bases as this gives you a bit more room to make each figure look like a mini diorama. If you wanted you could go really over the top with the bases, modeling on rubble, artifacts, mushrooms, coins, warpstone, or anything else with spare bits from the accessory sprue or from your bits box.

I armed the first of my two Black Skaven with a flail, helmet, and light armor. I equipped the other with a shield and throwing stars. I used gloss paint on all the armor to make a contrast between hard metal parts and soft cloth and fur.

Next came the Eshin Sorcerer. He was made from plastics from the Mordheim sprues and Zombie, Orc, and Skaven regiment sprues. I also used static grass on the Zombie's head to look like hair.

A study of the Skaven of the 'Black Shields'.

By master craftsman Mark of Bedford



The malevolent Skaven move through a ruined square in the center of Mordheim.



The five Verminkin were taken from various sources. I managed to acquire enough slinger arms from people around the Studio to equip all five of them. I wanted each figure to look different so I changed each of the slinger arms either by cutting it at the wrist and rotating it or cutting it off and gluing it to a different arm.

Arming Verminkin with slings is a useful option – they don't have a very good Ballistic Skill to start with, but if they stand still they get to fire twice in a turn and this gives you better odds of hitting something.

I also armed them with spears and shields for close quarter fighting. With the Verminkin finished I had completed my starting warband. The finishing touch was a name for my gang. Being a big fan of Bernard Cornwell's King Arthur novels, I took my warband name from those stories. The Blackshields were a treacherous Irish warband who changed sides in a decisive battle – ideal for Skaven!

Slicy-Dicy, Skritt, and Skratch form the elite fighting force of the Black Shields.



Slicy-Dicy leads the Black Shields through the ruins of Mordheim in search of warpstone.

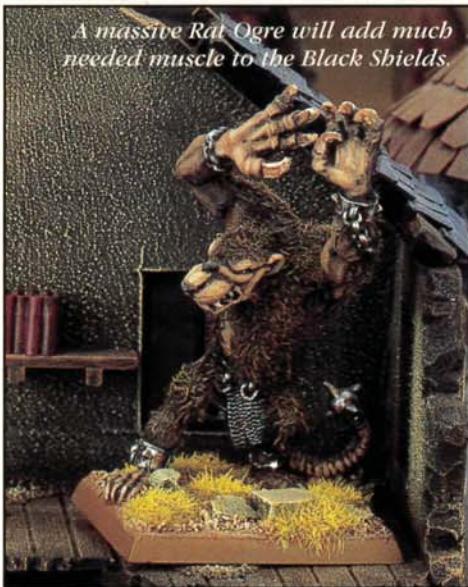


Now to get some warpstone...

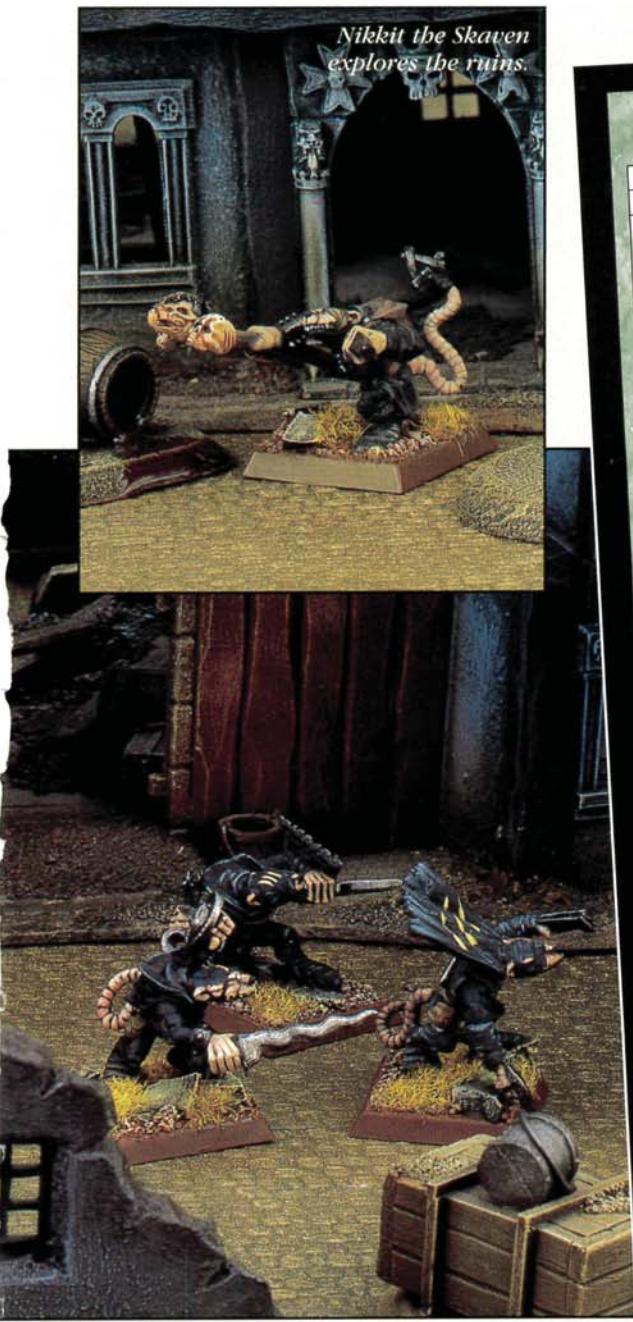
The first battle I played was against artist Neil Hodgson and his Skaven warband. This was a very quick battle that brought me victory. I managed to cause enough casualties with a hail of slinger fire to cause him to take a Break test – which he failed – and his Skaven slunk off into the darkness to lick their wounds. Searching the ruins I found enough warpstone to buy two Night Runners and arm them with swords and bucklers.

Future plans include purchasing a Rat Ogre (to strike fear into the hearts of my enemies) and increasing the amount of Verminkin in the warband. This is so I can soak up a few casualties before taking a Leadership test, which you don't want to do too soon in a battle if you have a Skaven warband.

Aly Morrison had a Rat Ogre that he had covered in static flock (as fur) but hadn't painted, so after continual hounding, he finally caved in and gave it to me. I have painted it and now need to fight a few more warbands to earn enough gold crowns to buy it for my warband!



A massive Rat Ogre will add much needed muscle to the Black Shields.



Nikkit the Skaven explores the ruins.

Mark's Roster for the Black Shields.

THORGRIMS MERCENARY MINERS

The Dwarfs from Karak Azul seek a likely young Dwarf or two to join their warband. Guaranteed supply of Dwarf ale to guzzle and gobbos to bash.



Drinking challenge to be held at the Drunken Goblin inn.

OBITUARIES

Alexandra Kemmler, stabbed in the heart with a jewelled dagger.

Rorek the Troll Slayer, killed by arrow from an unknown Halfling.

Heinrich Peepershoffen, shot in the head with a Dwarf blunderbuss.

Hensel Todbringer, found drained of blood.

Henryk Bergson, accidentally shot in the eye with an Elf bow.

Jacob Epstein, stabbed in the back twenty-seven times and found hung in a locked chamber. Physician Oskar Albers said it was the worst case of suicide he had ever seen.

ROYAL VISIT

The Count of Sylvania, Vlad von Carstein, and his entourage are to pay our stricken city a visit.



All warbands are ordered by the Burgermeister of Ostermark not to molest the Count or any member of his entourage during his visit.

Stumpi Shortfoot HALFLING COOK

Ye finest cook in all of Mordheim seeks employ. Equally adept at chopping up vegetables and Skaven warbands.

Currently head cook at the Red Wolf tavern.

LANGAARD'S ANIMALS

Breeder of ye Finest Warhounds.



Supplier of Warhounds to the Templars of Sigmar.

Visit me at the settlement of Harris.

PLACE OF WORSHIP NEEDED

Adolf Muller, most humble priest of Sigmar, needs a place of worship during his stay in Mordheim.

FOR SALE OR TRADE

Johann's Emporium has the following goods for sale or trade.

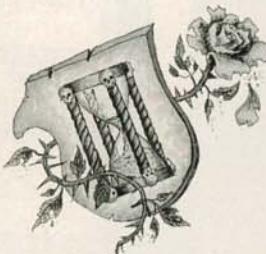
Short sword, steel helmet, rope, turnip, copper cup, dwarf crossbow, halfling bow, haddock, leather boot.

Why not call in at ye olde gate keeper's cottage.

PICO GIACOMETTI

WAR ARTIST EXTRAORDINAIRE

Record your favorite battle moments.



Based at Griffon Gate market.

PUBLIC NOTICE

Hangings

This month's attractions:

One-Eyed Teddy M'grue for the murder of Max Piper.

Alberto Meidner, apple thief.

Maurice Kubin for the theft of the Count of Devemy's coach.

Johann the Knife for the murder of Count Hammacher and his retinue.

Walter Ruiz for killing a horse.

To take place on the first day of Ulriczeit.

NICODEMUS

GREATEST WIZARD in ye KNOWN WORLD



Payment in wyrdstone.

Follow the riddle at the sign of the Red Moon.

CORPSES REQUIRED for experiments

Otto Dix

Offers to pay 2 groats for intact corpses killed not more than 3 days previous. Body parts considered on an individual basis.

Leave the merchandise at the sign of the severed head.

All are invited to witness

MANDRED THE JESTER'S

greatest trick yet as he attempts to make Morrslieb

EAT THE SUN



Come and see this amazing event on the sixth day of Ulriczeit.